

# Minh Thanh Dang

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## EDUCATION

### Swinburne University of Technology

Expected Graduation: June 2025

Bachelor of Computer Science, Major in Software Development

GPA: 3.4

Relevant Coursework: Software Architecture and Design, Software Development for Mobile Applications, Artificial Intelligence in Engineering, Software Testing and Reliability.

## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, Python, HTML/CSS, SQL, C++, Ruby, Java.

**Technologies/Frameworks/Tools:** Node.js, Docker, AWS, React.js, Next.js, Webpack, Express.js, FastAPI, SASS, TailwindCSS, Jest, Postman, PostgreSQL, MySQL, MongoDB, PrismaORM, DBEaver, TensorFlow, Pytorch, LangChain.

## PROFESSIONAL EXPERIENCE & PROJECTS

### Drawing Gameplay

June 2024 – August 2024

TikTok TechJam Hackathon 2024

Top 9 finalists Australia & New Zealand region

- Designed and built a web-based streaming platform, multiplayer drawing application, and artwork gallery, using *React*, *Typescript*, *Socket.IO*, *TailwindCSS*, *Firestore*, *MySQL* and *AWS RDS*.
- Leveraged WebRTC and WebSocket technology to build a one-to-many live streaming application.
- Developed a lightweight and low latency multiplayer drawing feature using HTML Canvas and Socket.IO.

### AI Academic Feedback Assistant

August 2024 – October 2024

HackAI - Dell & NVIDIA Challenge

- An NVIDIA AI Workbench native application that automates academic marking and feedback workflow in a medium GPU environment. Developed with *Docker*, *Phi-3*, *Gradio*, and *LangChain*.
- Applied prompt engineering with Phi-3-mini-4k-instruct to read documents, correlate with marking requirements, and generate detailed feedback.
- Built a single page application front-end with Gradio.
- Containerized and automated build process with Docker & NVIDIA AI Workbench scripts.

### VCT Esports Manager

October 2024

VCT Esports Manager Challenge – AWS x Riot Games Hackathon

- Engineered an AI Chatbot web-application to answer specific questions about Valorant and visualize professional players' statistics and in-game performance.
- Constructed a pipeline to process ~1TB of data of JSON formatted events into relational data.
- Built an AI Agent with AWS Bedrock using Claude 3 Sonnet with routing to Lambda function for retrieving data in S3 bucket and to Serverless OpenSearch Vector Store for RAG.
- Front-end developed with Next, Tailwind, deployed a cost-effective and highly available solution on AWS EC2 and domain management with Route53 hosted zones.

### Total School Platform

August 2024 – Present

Swinburne Capstone Project

- With a team of 5, conducted market research, designed user interface and system architecture of a SaaS solution to provide Content Management System and Website Builder service to schools in Bangladesh.
- Designed the relational database to store school internal users' details and interaction, and exposed RestAPI endpoints to perform CRUD operation on the database.
- Responsible for client-side (React) API integration and testing.